

West County Softball Association

10 & Under Division

Local Rules

ASA rules apply except where superceded by local rules.

Home Team: Will be the team listed **SECOND** on the game schedule.

Home Team: Will supply the official Scorekeeper. The home team will forfeit the game if scorebook is not completed. Scorebook should be signed by each coach and the umpire at the conclusion of the game.

Game Time Limit: No new inning after 90 minutes.

Substitutions: All substitutions will be completed by the top of the **Third inning**.

All substitutions need to go through the umpire, who will report them to the official scorekeeper.

Re-Entry Rule: Player may re-enter the game after all girls have played 2 full innings EXCEPT THE PITCHING POSITION.

Limited Run Rule: No team can score more than three runs per inning for the first four innings, and no more than six runs for the fifth through seventh innings. **Ten Run Rule:** If one team has a ten run lead at the end of five innings or any completed inning thereafter, the game will be declared over.

Batting Order: All players on the team roster will bat. Batting order will not change during the game.

Pitching: The pitching machine will be used for the first two innings the first round (each team's first three games), with live pitching thereafter. The second round will be all live pitching. An "at bat" when using the pitching machine will be three swinging strikes, or seven pitches. Coach must be in a squatting position behind the pitching machine as to not block the view of the players. If the ball hits the pitching machine or the coach manning the pitching machine, it is a dead ball. Pitcher eligibility will be determined by the number of outs pitched per week. Each pitcher will not be allowed to pitch more than 12 outs per week. A three/six run inning will be counted as 3 outs. The week starts on Sunday and ends on Saturday. Innings pitched have to be recorded in the scorebook with the pitcher's full name and jersey number.

Hesitation Rule: When the pitcher has possession of the ball inside the pitching circle, all runners will, WITHOUT HESITATION, advance to the next base or return to the last base they occupied.

Courtesy Runner: A courtesy runner for the catcher is allowed if there are 2 outs and the catcher is on base. The courtesy runner will be the player who made the last out.

Numbers of Players: A team may start and play a game with 8 players. No penalty will be assessed for the missing player(s). A team may have 10 players on the field, with the extra player in an outfield position.

10 Minute Delay of Game: A team manager may request a 10 MINUTE DELAY OF GAME, if their team is unable to field at least eight players at the original

starting time. After 10 minutes, the game will either begin or will be considered a forfeited game and entered into the scorebook as a 10-0 loss. The team that is short players may then borrow players from the other team and a practice game will be played. The umpire is under no obligation to umpire a practice game.

Stealing: A base runner cannot leave the base until after the ball leaves the pitcher's hand/pitching machine. The runner can steal only one base at a time. A runner on third can steal home. A runner also may advance on a dropped third strike.

Distances: The pitching machine/rubber will be set at 35ft. and the bases set at 60ft.

Field Prep: **The home team** will be responsible for field prep before the game and **the visiting team** is responsible for dragging the field, putting away the equipment and locking the storage box after the game.

Clean Up: It is the responsibility of each team to clean their dugout and spectators area after each game and practice.

There must always be an adult female at all practices and games. No exceptions.